

CLAIM LISTING AND STATUS

1-63. (previously canceled)

64-84. (now canceled)

85. (new) A multiplayer gaming system which includes a game computer, at least one player station for outputting player input messages to the game computer which, in response thereto, executes a video gaming program, and a control computer in operative communication with the game computer whereby the control computer treats each player station as a separate gaming machine.

86. (new) A system according to claim 85 wherein said input devices are buttons.

87. (new) A system according to claim 85 wherein said output devices are lamps.

88. (new) A system according to claim 85 wherein said output devices are redeemable ticket printers.

89. (new) A system according to claim 85 wherein said input devices include electronic currency acceptance means.

90. (new) A system according to claim 85 wherein said output devices include electronic currency output means.

91. (new) A system according to claim 85 wherein said gaming system is a multiplayer card gaming system.

92. (new) A system according to claim 91 wherein said multiplayer card gaming system is configurable to play differing card games.

93. (new) A system according to claim 85 including a remote computer in operative communication with said game computer.

94. (new) A system according to claim 93, wherein the remote computer operates a progressive jackpot in which all active player stations can participate.

95. (new) A system according to claim 85 wherein the game computer calculates metering data uniquely associated with each player station.

96. (new) A multiplayer gaming system which includes a game computer, a plurality of player stations, each player station outputting respective player input messages to the game computer which, in response thereto, executes a video gaming program, and a control computer in operative communication with the game computer whereby the control computer receives metering information unique to each player station including the following:

activity data detected by each said player station; and

game metering data calculated by the game computer.

97. (new) A system according to claim 96 wherein the game computer enables operative communication between each player station and said control computer.

98. (new) A system according to claim 96 wherein the metering information, received by the control computer, relates to at least one of the following:

- (a) money in at each player station;
- (b) money out at each player station;
- (c) credits played at each player station; and
- (d) credits won at each player station.

99. (new) A system according to claim 96 wherein the game computer provides information to the control computer selected from the following:

- (a) an address to identify each player station; and
- (b) unauthorized opening of a door to currency at each player station.

100. (new) A system according to claim 96 wherein the control computer issues a command to the game computer to shut down a player station if information provided by the game computer indicates that the player station is operating improperly.

101. (new) A multiplayer video gaming system which includes a computer assembly, a plurality of player stations, a plurality of input devices, at least one input device being in operative communication with each respective player station, a plurality of output

devices, at least one output device being in operative communication with each respective player station, and means for recording an event during power off mode at each respective said player station; and

wherein said recorded event is selected from the following:

- D1
- (a) opening or closing of a door which provides access to an area which houses at least part of said computer assembly;
- (b) opening or closing of a door which provides access to an area which houses at least part of a respective player station;
- (c) opening or closing of a door which provides access to an area which houses at least part of a currency acceptor means; and
- (d) opening or closing of a door which provides access to an area which houses at least part of a payout output means.
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102. (new) A system according to claim 101 wherein said input devices are respective buttons.

103. (new) A system according to claim 101 wherein said output devices are respective lamps.

104. (new) A system according to claim 101 wherein said output devices are respective redeemable ticket printers.

105. (new) A system according to claim 101 wherein said output devices include electronic currency output means.

106. (new) A system according to claim 101 which is a multiplayer card gaming system.

107. (new) A system according to claim 106 wherein said multiplayer card gaming system is configurable to play differing card games.

108. (new) A system according to claim 101 wherein the computer assembly includes a game computer and a remote computer in operative communication with said game computer.

109. (new) A system according to claim 108 wherein the remote computer operates a progressive jackpot in which a plurality of the player stations participate.

110. (new) A system according to claim 101 which includes a plurality of the player stations arranged in a daisy chain configuration.

111. (new) A system according to claim 101 which includes a plurality of the player stations arranged in a star configuration.